WIZARD'S DOMINION

An ominous glow beckons, inviting you to navigate the passages of crystal in search of adventure, gold and magical powers. Only the bravest dare to enter the cavernous world of the WIZARD'S DOMINION.

EXTENDED BASIC REQUIRED

AMERICAN SOFTWARE
DESIGN & DISTRIBUTION CO.
P.O. BOX 46, COTTAGE GROVE, MN 55016-0046

FOR THE TEXAS INSTRUMENTS TI 99/4A

THE STORY

" The Wizard is dead, the Wizard is dead, " the news spread through the town like wildfire. Could it be true? Terror struck the hearts of townspeople as they thought about the stories of what life was like before the Wizard came to inhibit the caverns now known as the Wizard's Dominion.

Long ago, in a time dim in the collective memory of men, there was a land of wizards, half-human monsters and inhabited caverns. Hamlets, villages and towns dotted the land. One of these towns was Wavoria, by the river Voritka. Wavoria was a peaceful looking town with a terrible problem. In the series of caverns located in the vicinity of the town lived ferocious half-human monsters. These monsters raided farms for food and sometimes captured the townspeople for dinner. One never knew when you might meet a dreaded Voritka Ogre (as this particular breed was known.)

A wizard came and trained the monsters, providing them with food in exchange for their help in protecting the Wizard's Dominion from intruders. Everyone except the evil prince and the evil wizard, agreed the Wizard had been a wise and fair ruler . The Wizard had known many magic potions, spells, and many magical devices which he had used to protect the Wizard's Dominion and Wavoria. He was one of the strongest wizards of all time, and now he was dead!

Wizards live much longer than mortal men. The Wizard was very old, even for a wizard, so no one knew for sure how terrible the Voritka Ogres were. However, soon after the death of the Wizard, word of terrible murders and missing livestock became too numerous to ignore.

The townspeople shuttered their windows and bolted their doors for they knew a fierce battle would ensue, between the forces of good and evil, as well as battles between humans and the Voritka Ogres.

Everyone felt there were four people who would try to conquer the Voritka Ogres, and earn the right to rule the Wizard's Dominion and Wavoria. They were:

The Wizard's Apprentice: He had been studying under the Wizard at the time of his death. He had learned two magical powers.

The Evil Wizard: He was weaker than the Wizard had been and had learned the secrets of the map and transports spells as well as one mystery spell.

The Hero: He was armed with a shield, a sword and had $25 to use to prepare for his adventure. He had a reputation for being very brave.

The Evil Prince: He had $100 to use to prepare for his journey into the Wizard's Dominion. He is reputed to be very ambitious for he desired to rule Wavoria to further his evil schemes.

Now the stage is set and the battle begins!

OVERVIEW

Generally the game is played in four different phases.

Preparation: In this phase of the game you tell the computer what magic you know, what equipment you own, how much money you have and what you want to buy with your money. You also choose what cave number you want to enter. There is up to a 1 1/2 minute wait after you complete this portion of the game and the exploration phase begins. Please be patient, the computer is working very hard.

Exploration: During this phase of the game you will see the caves in front of you and move through them looking for gold, the Vorikta Ogre, and the wizard's magic chamber. The wizard's chamber will look like an exit from the cave, i.e. there won't be a wall in front of you.

Battle: The battle phase takes place when the Voritka Ogre is next to you. Once begun, you fight the monster until one of you is killed or you transport to a new location. After the battle is over, you will return to the exploration phase of the game.

Wizard's Chamber: When you reach the wizard's magic chamber you will be rewarded with one magic power to use on your next trip into the WIZARD'S DOMINION. A summary of what you own is displayed by the computer and you must write this information on your score card. If you fail to do this the information is lost.

OBJECTIVE

The objective of the game is to go into the caves and reach the wizard's chamber in the 10th level. When you do this you become the Master Wizard. You can only go into a cave once and you an only return to the same level 3 times. Each level contains 1000 caves. Level 1 contains caves numbered between 1 and 1000. Level 2 contains caves numbered between 1000 and 2000 etc..

NOTE FOR DISK VERSION: The disk version is set up to load in during power up. To play the game a second time or after power up type in the following:

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OLD DSK1.LOAD
RUN
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PERSONALITY

There are several different types of people who will enter the caves. These are shown in the Personality Chart along with what they have prior to their first trip. The computer keeps track of changes in money, weapons, and magic powers during the game. After the trip is over the computer will display what you still own.

Be sure to write the items down on the score card since you use them at the beginning of your next trip. Your strength at the beginning of a trip is always the same and is different for each type of person. If the Evil Wizard or the Wizard's Apprentice choose to turn in $50 for an extra magic power just make these changes on your score card prior to entering the information on the computer. For the Evil Prince, add $20 to his score card prior to each trip.

O R D E R O F P L A Y

After a short title page the game will begin by the computer displaying "STRENGTH?". Choose the number corresponding to the strength of the character you chose. These are shown on the Personality Chart. For example if you chose to be a Hero then press the numbers which correspond to the magic you possess. When complete press "8".

Next the computer will display "MONEY?". Type in the amount and then press "Enter". Next the computer will display "OWN?" and a list of the items used in the game. Press the numbers corresponding to the items your character has. Press "9" when complete. The computer will now beep and display "PURCHASE?". Once again, press the numbers corresponding to what you want to buy. If you have enough money the computer will deduct the cost from the amount of money you have. The computer will not allow you to buy anything that exceeds your money on hand. When your pruchases are complete press "9".

Next the computer will display " CAVE NUMBER ?" . Type in a number and then "Enter" and the computer will display "CAVE IS BEING PREPARED".

After a pause for the computer to create the cave, you will view the cave looking in from the entrance. The views are in 3-D prospective. At first the view is confusing but soon you'll be adjusted to it. You have now started the exploration phase of the game.

M O V E M E N T (VIEW OF THE CAVE)

To move forward press "F". To turn to the right press "O". To turn to the left press "1". You may also use some magic at this time rather than moving or turning. A good way to get a better feel for this part of the game is to get the magic power of " map " during the initial game set up and then use it to see where you are in the cave. Also cave number 200 is quite easy so it would be a good one to use in practice.

There is one bag of gold in each cave. To pick it up all you need to do is walk up to it. The computer will tell you how much money is in it. The bags of gold in the level one caves contain the least amount of money. There is also one Voritka Ogre in each cave. He starts out at the wizard's magic chamber and then patrols the cave. Remember, the wizard's chamber will look just like an exit.

To enter it, all you have to do is walk into it, the computer will then give you the information you will need for the next exploration. You can only see 10 units in front of you due to the dimly lit caves. This sometimes makes it appear there is an exit at the end of a long corridor when none exists.

The walls of the cavern are made of rare crystal. They are so smooth and straight they look almost man-made. They also emit an eerie glow which you can see by, but it also entices people to touch them. Beware!! Anyone who touches the walls and doesn't know the transport spell is instantly killed.

The battle phase begins by the computer saying " CHOOSE YOUR WEAPON! " The weapons you own are displayed as well as other information for the battle. Press the number of the weapon you want to use. There are certain magical powers that also can be used at this time such as the magic lightning bolt. To use one of the magical powers press the appropriate letter prior to choosing a weapon.

If you choose a weapon the computer will say " DO YOU WANT A QUICK ATTACK? " Press "Y" for yes and "N" for no. Next the computer will display the type of attack the monster is using. If you didn't previously choose the "quick" attack you will be asked if you want either a "NORMAL" or "COUNTER" attack. Press the number beside the one you want to use.

The battle now takes place and the results, if any, will be displayed at the bottom of the screen. If neither you or the Voritka Ogre is killed the cycle is repeated starting with "CHOOSE YOUR WEAPON!"

If you kill the Voritka Ogre, you return to the exploration phase of the game.

M A G I C S P E L L S / D E V I C E S

There are seven magic spells and/or devices that can be used in this game. Each has special rules and powers. Below is an explaination of when to use them and what powers they have.

1. LIGHTNING BOLT: This uses the combined power of a magic wand and spell. It can be used during the battle with the monster. When the computer displays "CHOOSE YOUR WEAPON" press "L" and the monster will be struck by a lightning bolt. The magic wand turns into the lightning bolt, it can only be used once. Once you use it you can't use one again until you find one in the wizard's chamber. (Wizards can purchase them.) When used the lightning bolt substracts 5 from the monster's strength. As with all magic powers if it isn't used you can use it on a different trip into the caves.

2. TRANSPORT: This is a magic spell and once you know it you can use it as often as you like. You never lose the power from trip to trip. You may use it during the view of the cave by pressing "T".

You can also use it during the battle with the monster by pressing "T" when the computer displays "CHOOSE YOUR WEAPON". There is some danger in using it since you may reappear inside a wall and be killed. Usually if you hit a wall you will be retransported.

3. MAGIC SWORD: This uses a powder and spell to turn a normal sword into a magic sword. The magic sword is used during the battle with the monster. When the computer displays "CHOOSE YOUR WEAPON" press "S" to use the powder and cast your spell. Each time you want to use the magic sword you must press "S" to cast the spell. You may use it as many times as you like during a trip but once that trip is finished the powder wears off and you no longer have the power to use the magic sword. You may save the powder and use it on a different trip if you like. The magic sword's power is shown under the "Rules for Battle".

4. MAGIC ARMOR: This uses a powder placed on your armor to make it magic. This powder must be put on your armor before you do battle. It then only lasts a short time. (One trip). If you own the powder and want to use it press "A" during the view of the cave. The magic armor's defensive power is shown under "Rules for Battle".

5. EXTRA STRENGTH: This uses a rare herb which you eat to gain 5 units of extra strength. You may use it during the battle with the monster by pressing "E" when the computer says "CHOOSE YOUR WEAPON". You only need to press "E" once and the power lasts the entire trip. Of course, once you eat the herb it is gone. The next trip you don't have the extra strength or the herb. The herb will be saved if you choose not to use it.

6. MAP: This is a magic spell and once you know it you can use it as often as you like. You never lose the power from trip to trip. Press "M" when you are viewing the cave and a bird's eye view of the cave will appear. You will also see your location. After a short viewing time the view of the cave will reappear.

7. WALL: This is a spell which creates a wall in front of you. You may use this spell as often as you like and never lose the power. You use this spell by pressing "W" during the view of the cave.

R U L E S F O R B A T T L E

You and the Voritka Ogre enter into battle whenever you are next to each other or at the same location. Before the battle begins the computer displays both the Voritka Ogre's strength and your strength. Your protection factor is also displayed. Level 1 Voritka Ogres are the weakest while Level 10 are the strongest. You or the ogre is dead, when your stregth reaches 0. If both of you reach 0 at the same time only the Voritka Ogre dies.

All battles with the Vorikta Ogre are fights to the death unless you use the magic transport to change your location.

The battle progresses with you and the Voritka Ogre trying to "hit" each other. The probability of you hitting the Voritka Ogre depends on three factors: the weapon you choose, your type of attack, and the ogre's type of attack. You can look at the Offensive Probability Chart to get an idea of how these factors relate to each other. The probability of the Voritka Ogre hitting you depends on the type of protection you have, the type of attack you try, and type of attack the ogre tries. You should look at the Defensive Probability Chart to get an idea of how these factors relate to each other.

Leather Jerkin	1
Helmet	2
Shield	3
Armor	4
Magic Armor	4

The protection factors are additive.
For example a helmet and a shield
give a protection factor of 5.

Other Battle Considerations

Swords, axes and spears break about 15% of the time, therefore it is always a good idea to carry a knife with you. You also have a chance of stabbing the Voritka Ogre in the heart if you use a sword or a spear (See the Attack Probability Chart) . Note that your type of attack affects both your attack against the Voritka Ogre and your defense from him. For example, if you " Quick " attack you improve your chances of hitting the monster but you may also improve his chances of hitting you.

Some Thoughts on Battle Strategy

If you are as strong as the Voritka Ogre, concentrate on exchanging hits with the monster. If the monster is stronger than you, then try for a thrust to his heart. There are a couple good ways to do this. One is to use "QUICK" attacks, the other, to use "COUNTER" attacks, until you see the Voritka Ogre attack "WILDLY", then use a "NORMAL" attack.

NOTE FOR DISK VERSION: To load use:
OLD DSK1.LOAD
RUN

W A R R A N T Y

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